

# Air Force Materiel Command

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*Developing, Fielding, and Sustaining America's Aerospace Force*

## **The Macro Dynamics of Weapon System Acquisition: Shaping Early Decisions to Get Better Outcomes**



**U.S. AIR FORCE**

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*Integrity - Service - Excellence*

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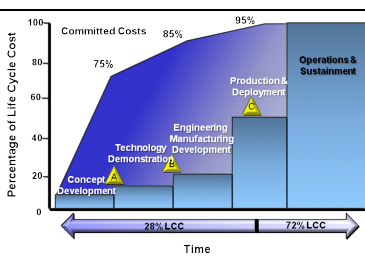
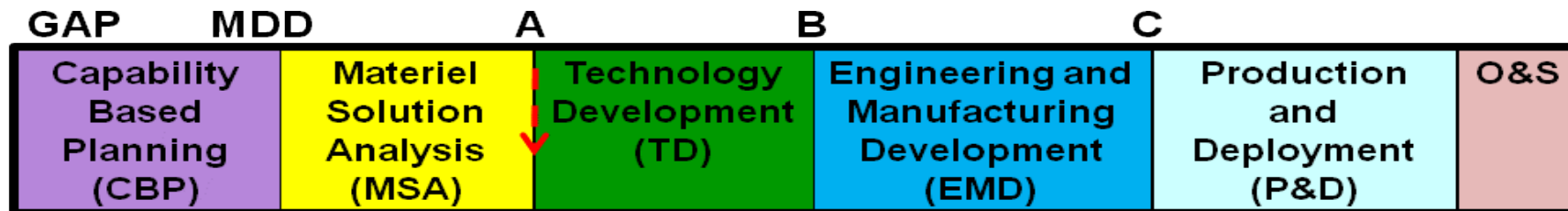
# Challenges



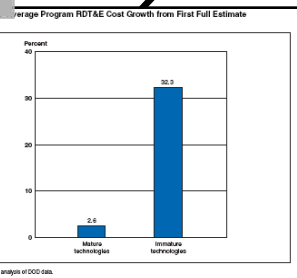
- **Defense acquisition is already broken**
  - **Systems Engineering – event driven vs effects based**
  - **Reduced Capacity – “procurement holidays” increase cycle time and costs**
  - **Complexity – A&D community self inflicted wound**
  - **Requirements – not necessarily connected to mission, physical reality, affordability, and ability to deliver on time**
- **Reduced budgets are a fact of life**
  - **Fewer acquisition new starts**
  - **Reduced infrastructure, reduced capacity**
  - **Not if or when, but how much**
- **Over the next decade the US could loose technological superiority, economic competitiveness in key areas**
- **We have to get past policies to systemic root causes to overcome pending reductions and increase the output of the US Aerospace and Defense industry**



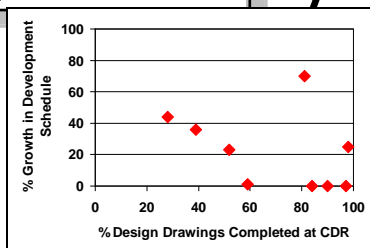
# Key Systems Engineering Leverage Points Marked by Events – Mired by Lack of Effectiveness



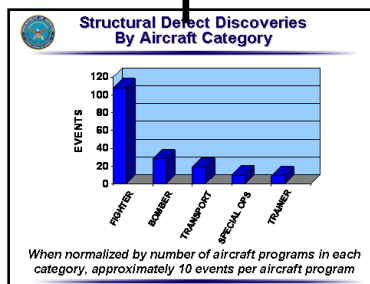
**1. 75% LCC fixed @ MS A**



**2. Technology Maturity @ MS B**



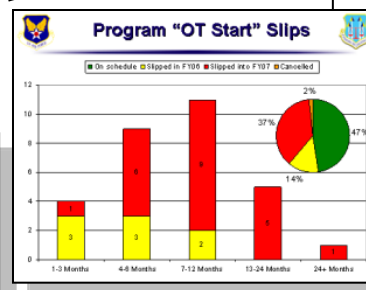
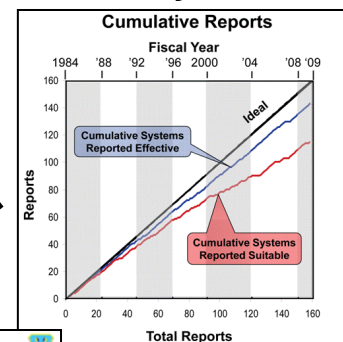
**3. Design Closure @ CDR**



**4. Late Defects**

**Discovery**

**6. Suitability**

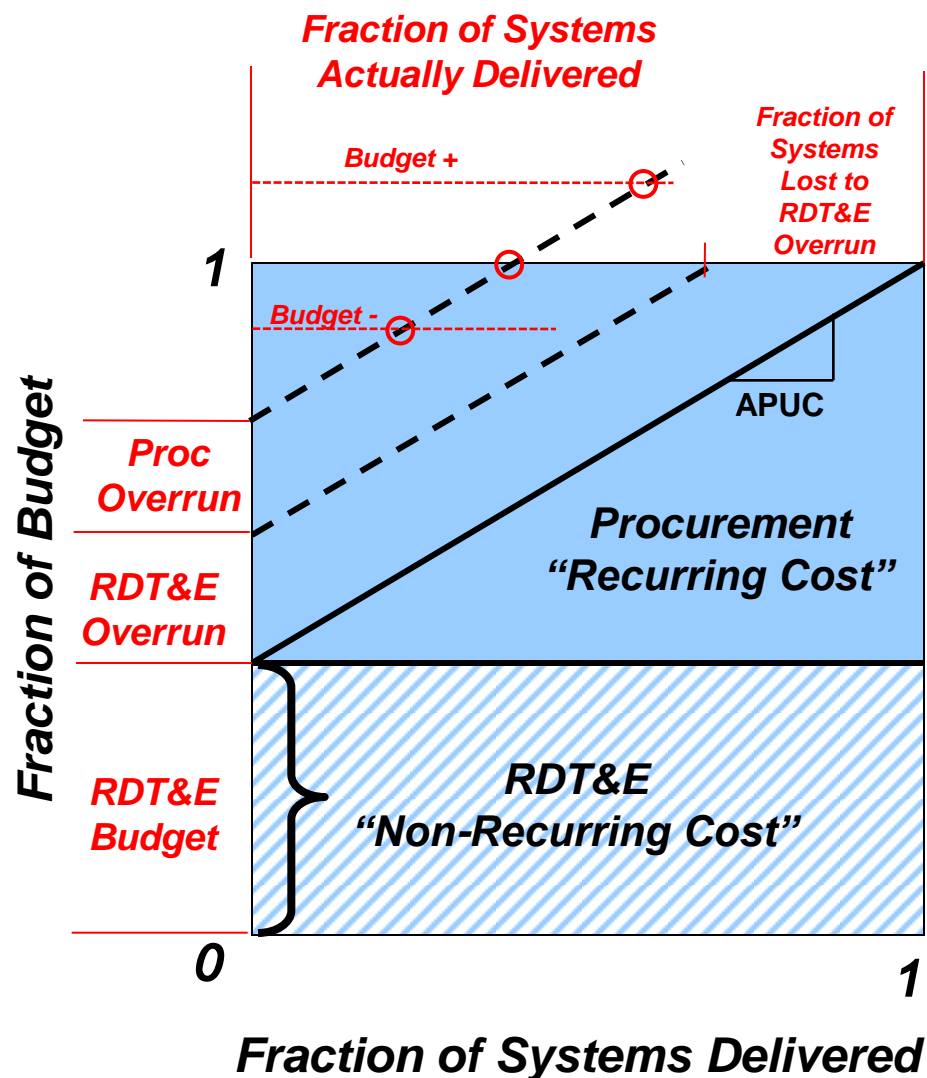


**5. IOT&E Pause Test Rate**



# Top Line Economic Model

## Understanding Impact of Reduced Capacity



Final number of systems actually delivered driven by:

- Overruns
- Congressional or DoD dictates
- Final Budget constraints

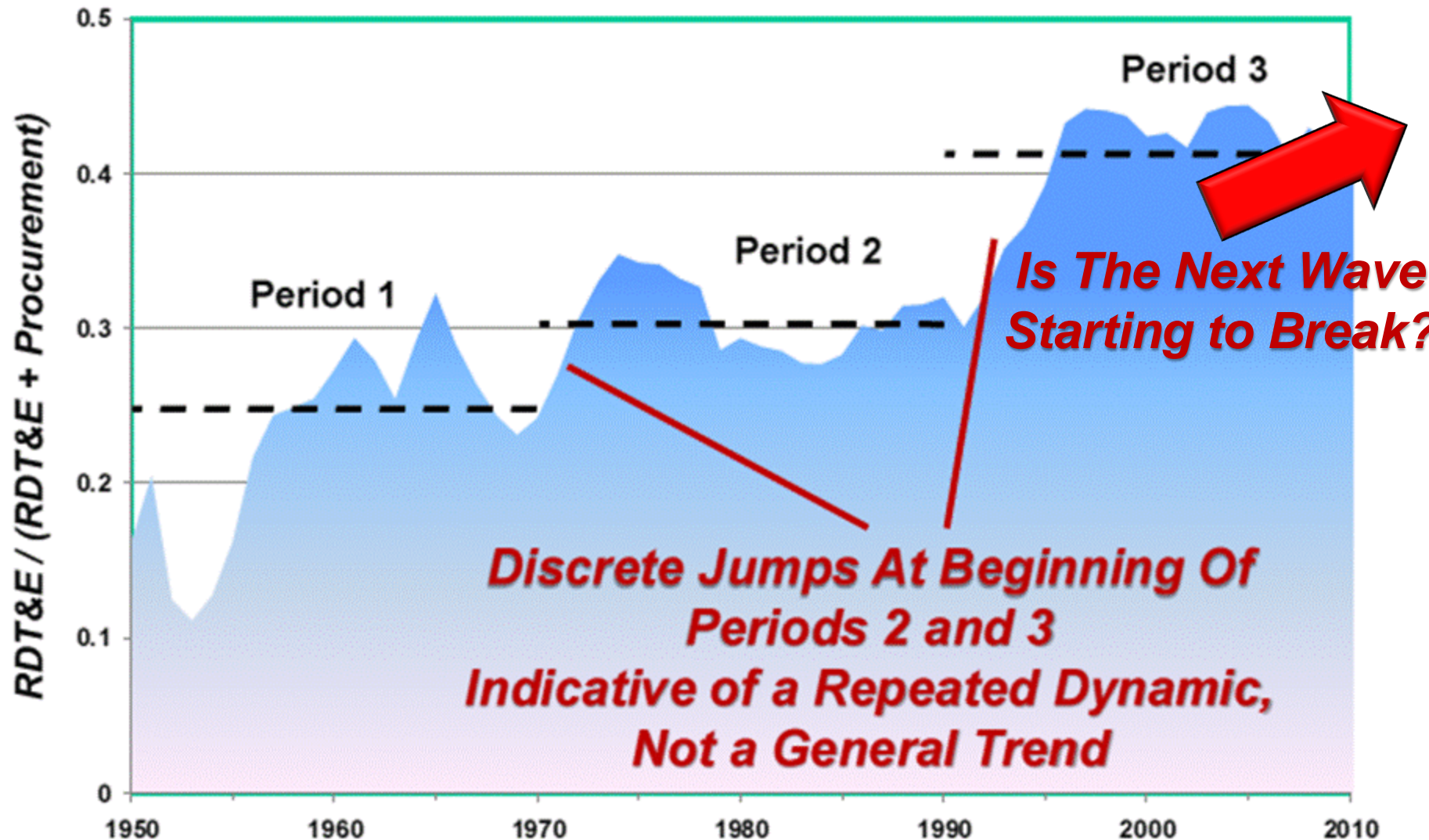
$$\text{Fraction of Systems Actually Delivered} = 1 - \frac{\text{RDT\&E Overrun} + \text{Proc Overrun} + \text{Delta Budget}}{1 - \text{RDT\&E Budget}}$$

**RDT&E Budget fraction amplifies the RDT&E and Procurement overruns plus Budget changes!**



# RDT&E Fraction of the DoD Acquisition Budget

AFMC







# Macro-Dynamics of Acquisition

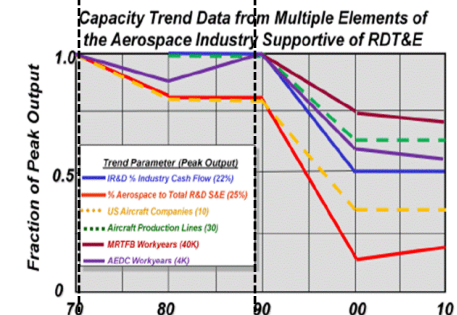
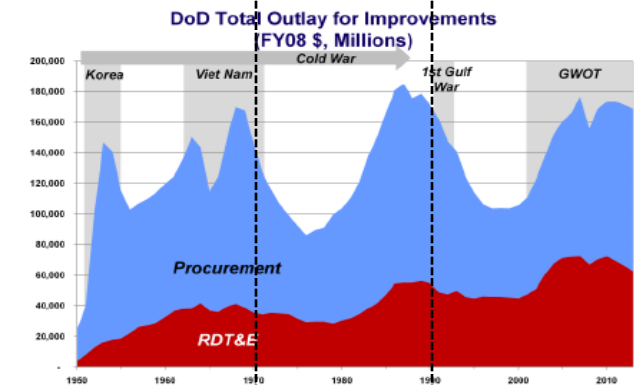
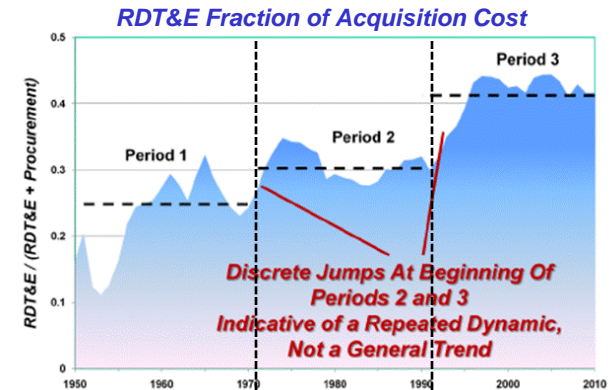
## Moving From Symptoms to Systemic Causes



- Acquisition output impacted by RDT&E Fraction of acquisition costs

$$\text{Fraction of Systems Actually Delivered} = 1 - \frac{\text{RDT\&E Overrun} + \text{Proc Overrun} + \text{Delta Budget}}{1 - \text{RDT\&E Budget}}$$

- Discrete jumps in RDT&E Fraction align with “Procurement Holidays” – not a general increase attributable to complexity
- Fundamental dynamic cycle –
  - At onset of each period, procurement decreases but RDT&E stays constant because of backlog
  - At end of each period, procurement increases and so does RDT&E because of new starts added to backlog
- Correlating causative factor –
  - Capability and capacity of system reduced at beginning of each cycle but not rebuilt during the ascending end of the cycle – bathtub effect, more RDT&E coming in but less going out



**Acquisition system has passed a tipping point leading to pathological firefighting**



# Doesn't Matter Which Way the Budget is Headed



- Declining Acquisition Budget
  - Reduced capacity, capability, intellectual capital
  - Programs already in development continue with less capacity for development
- Increasing Acquisition Budget
  - Increase in new starts added to programs already in development
  - Capacity, capability, and intellectual capital not increased to meet new demand

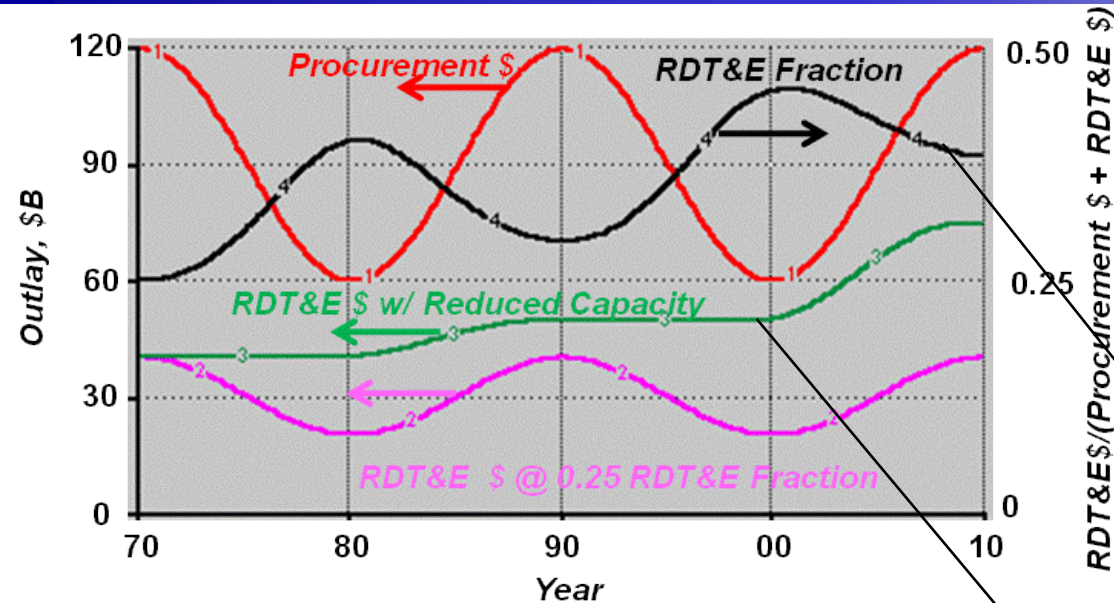
**Both scenarios lead to a mismatch between capacity and demand leading to *pathological firefighting* for all programs**





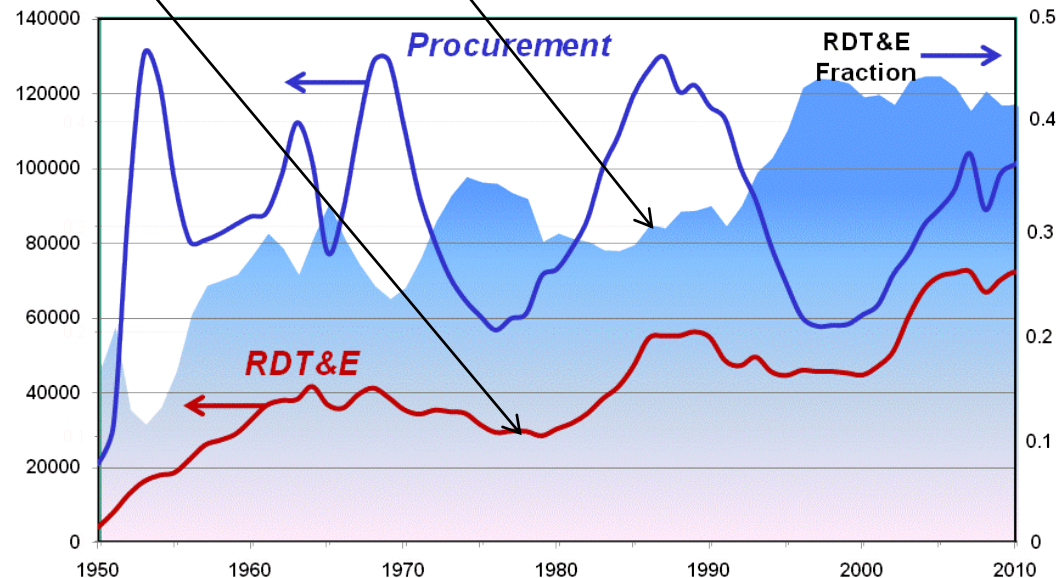
# Simple Dynamic Model

## Effect of Reduced RDT&E Capacity



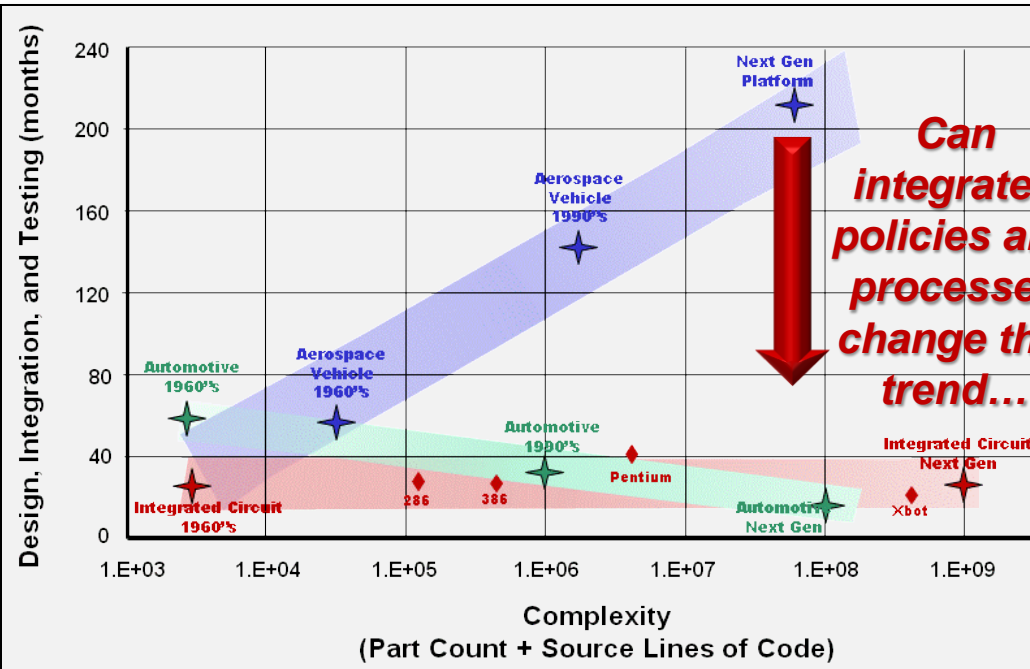
- Simple sinusoidal Proc \$ with 20 yr period , \$90B±\$30B
- Baseline RDT&E \$ expended at 0.25 Acq \$
- With perfectly balanced, infinitely elastic capacity RDT&E \$ would stay at 0.25 Acquisition \$

- Reduced capacity consistent with previous chart
  - -15% in 70's,
  - constant in 80's @ 85%,
  - further reduced 25% in 90's
  - constant in 00's @ 60%
- Replicates major trends, Total RDT&E \$ and RDT&E Fraction escalate after each cycle



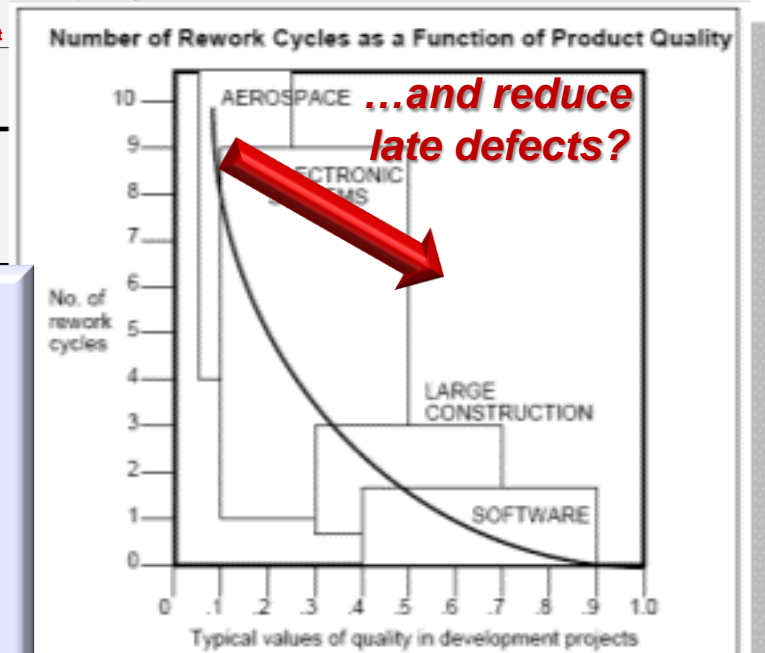


# Complexity A Self Inflicted Wound?



## Runaway cycle time not inherent to added complexity

- **Architecture choices**
- **Processes**
- **Process ownership**
- **Lack of Accountability**



## Aerospace industry rampant with late defects and rework

- **Design tools and processes**
- **Lack of feedback to key design and SE processes**
- **Lack of quantified risk and uncertainty at key decision points**



# Impact of Reduced Capacity and Increased Complexity

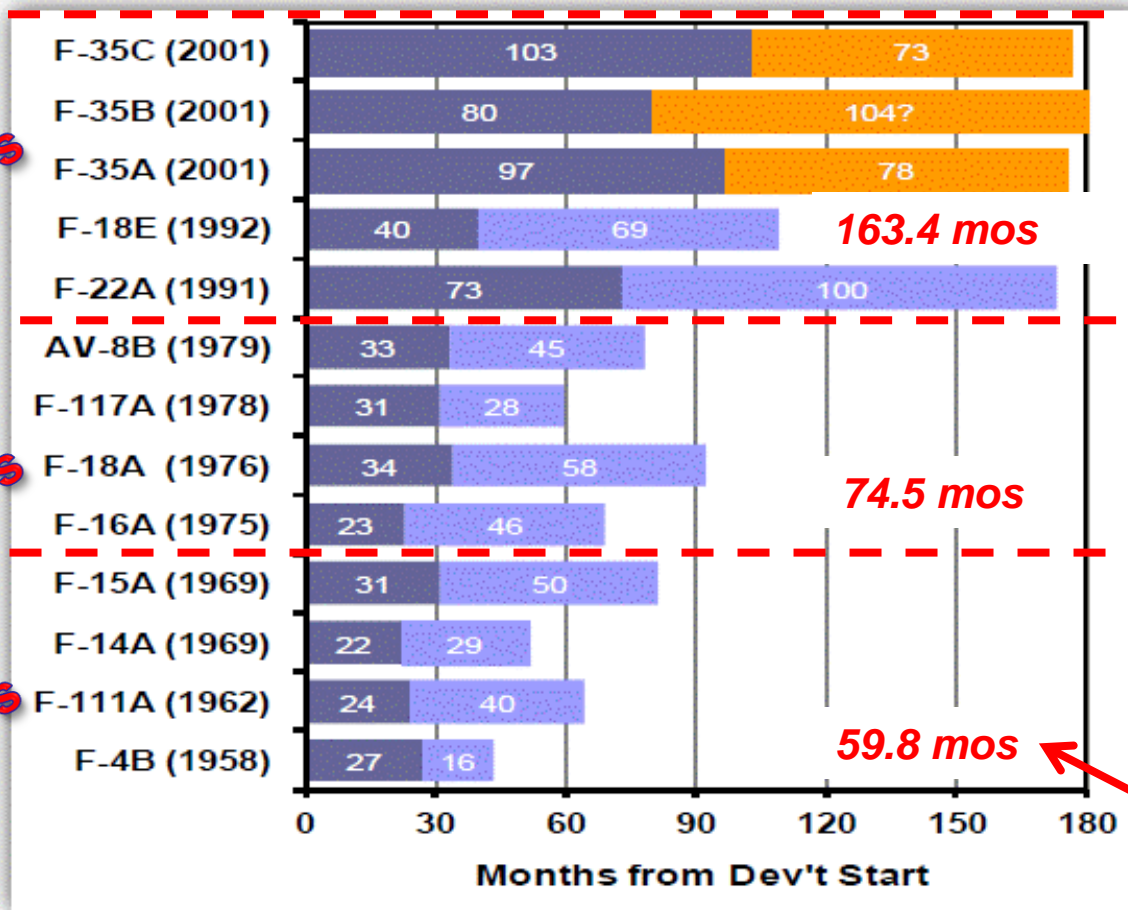


90's-00's

70's-90's

50's-70's

MS B



Next Gen Fighter?

Orange indicates current estimate

Time to First Flight

First Flight to IOC

163.4 mos

74.5 mos

59.8 mos

Average Time to IOC

Complex Systems + Reduced Capacity/Capability → Long Development Cycle

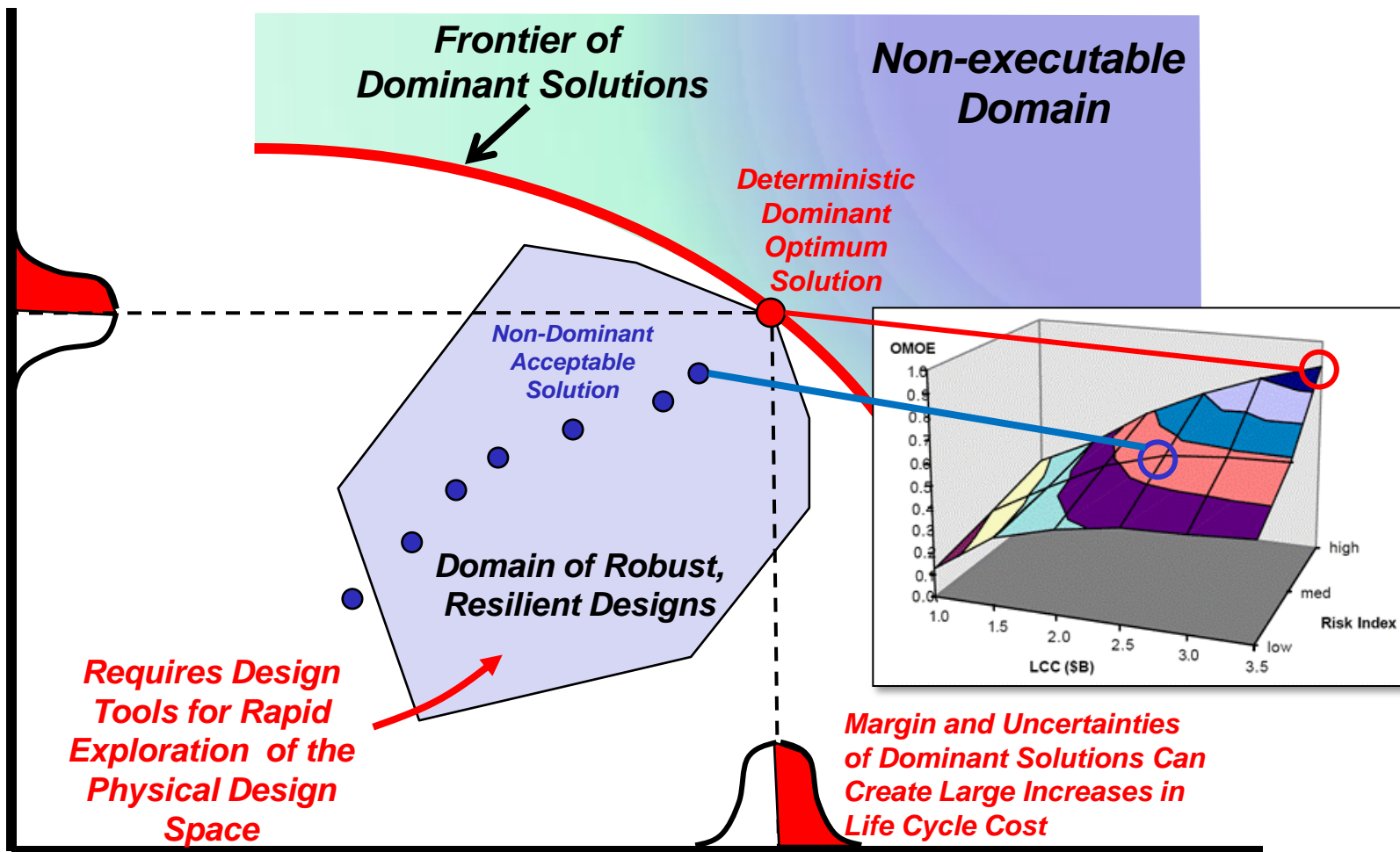


# Requirements Setting

Robust, Resilient Design Vice Single Point Optimum Solution



Design Variable "B"



Design Variable "A"





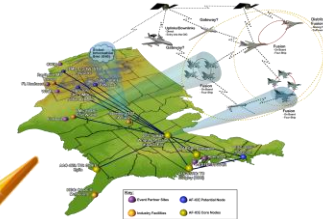
# Coupling Operability, Interoperability, and Physical Feasibility Analyses – a Game Changer



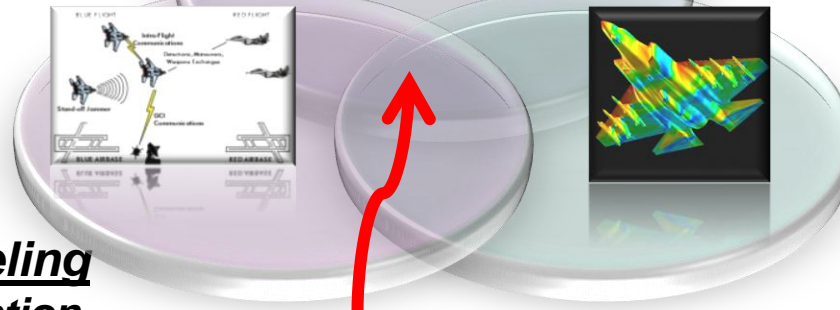
## Simulator

- Discrete Event Simulation
- Real Time
- High Resolution Time –Space Visualization
- Event Engineering Models
- Table Look Ups

## Comm Models



## L-V-C Interface



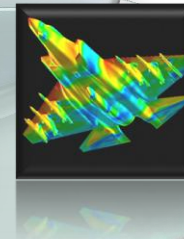
## Operational Modeling

- Discrete Event Simulation, Agent Based Modeling
- < Real Time
- Scenario Visualization
- Event Engineering Models
- Table Look Ups

**Common Interface  
Built on Reducing  
Physics Models to  
Light Weight Algebraic  
Relations**

## Physics Modeling

- Discretized Physics
- > Real Time
- Phenomena Visualization





GAP	MDD	A	B	C	
Capability Based Planning (CBP)	Materiel Solution Analysis (MSA)	Technology Development (TD)	Engineering and Manufacturing Development (EMD)	Production and Deployment (P&D)	O&S



## Flight Test

***A Continuum of Tools Underpinned with Statistical Engineering  
to Quantify Margins and Risks at Key Decision Points***





# Early Decisions for Better Outcomes

## Better Tools and Processes Applied Earlier



- **Systems Engineering – event driven vs effects based**
  - Quantified margins/uncertainties at key decision points, particularly MS A/B
  - Accountability for risk management
- **Reduced Capacity – “procurement holidays” increase cycle time**
  - Increase effective capacity by reducing total workload and late defect discoveries through better design tools and technical process changes
- **Complexity – aerospace/defense community self inflicted wound**
  - Platform based engineering, common architectures for most software systems vice clean sheet approach
  - Increases in complexity have to “buy” their way onto the system during the requirements setting phase, including impact on acquisition cycle time
- **Requirements – not necessarily connected to mission or physical reality**
  - Integrated wargames, flight simulators, and physics-based modeling support early insertion of physical reality into operational assessments and cost/risk projections
  - Resilient system designs for flexibility to meet changing missions

# A Final Thought from Winnie-the-Pooh

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*It is, as far as he knows,  
the only way of coming  
downstairs,  
but sometimes he feels  
there really is another way,  
if only  
he could stop  
bumping for a moment  
and think of it.*